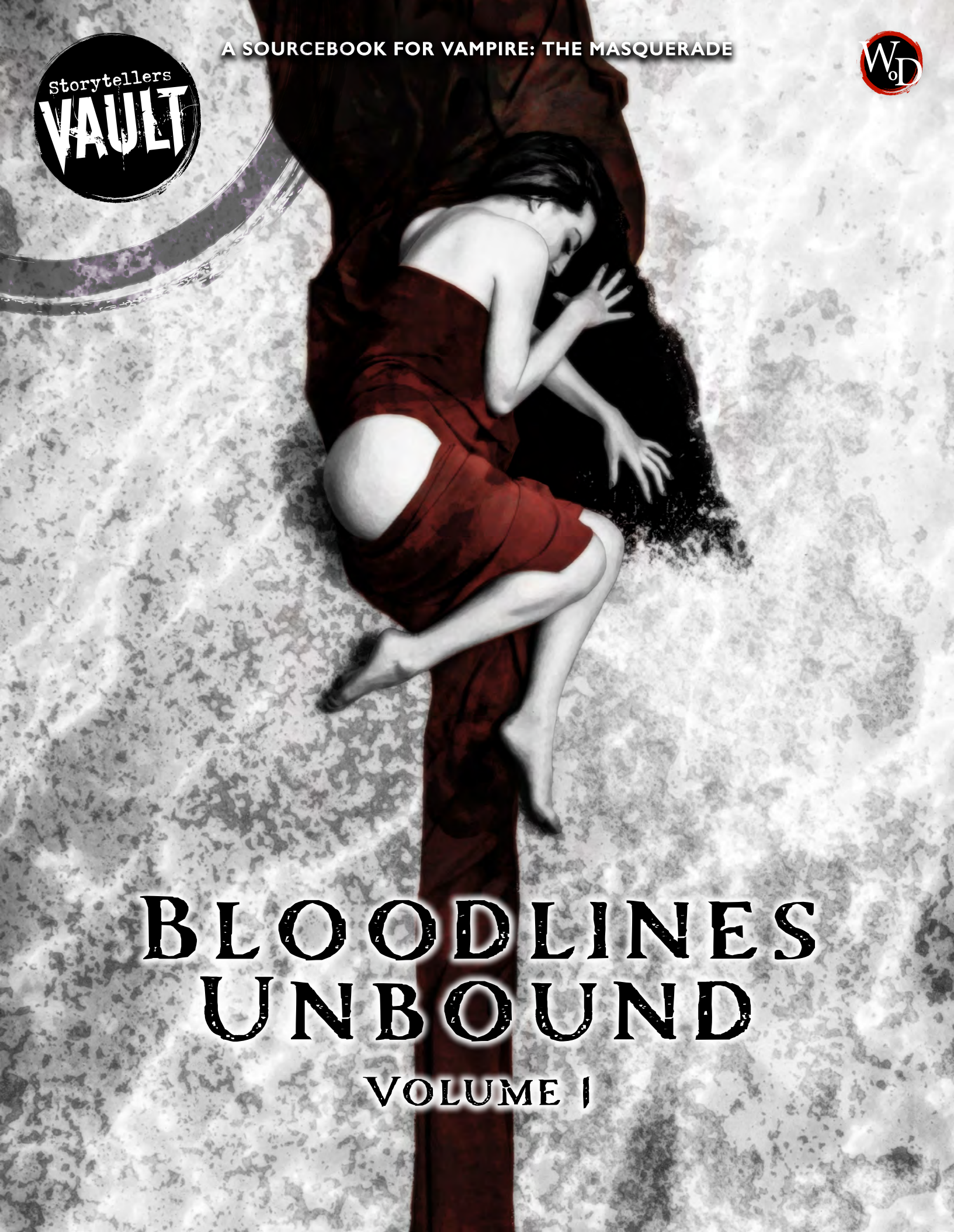
Storytellers VAULT

A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE



BLOODLINES UNBOUND

VOLUME I

VAMPIRE

THE MASQUERADE

Bloodlines Unbound Volume 1

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Introduction

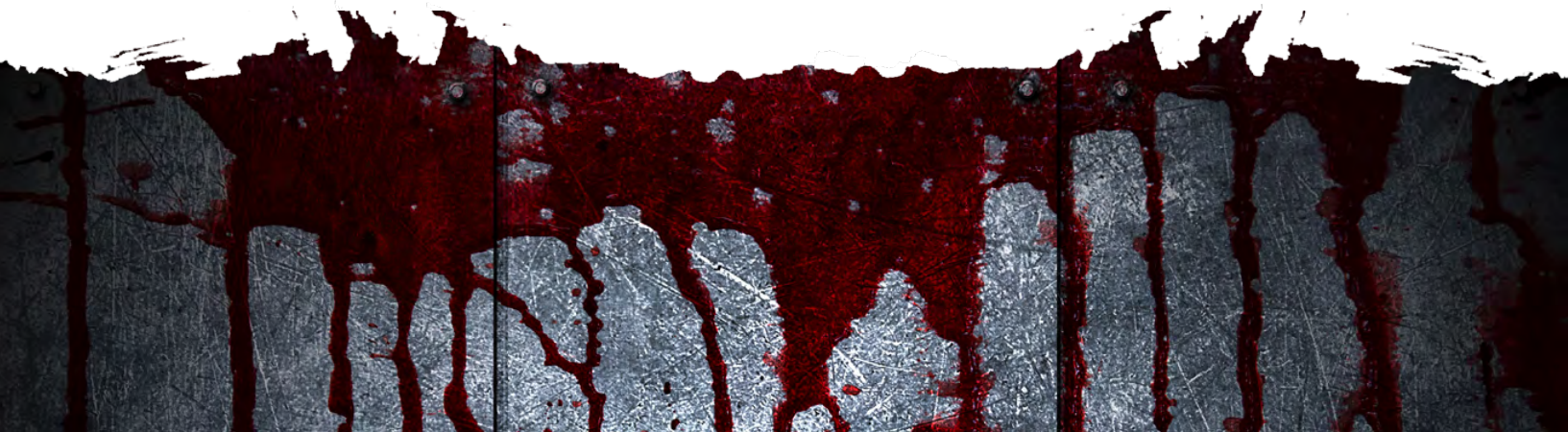
I'm a drifter and an outsider. There's not one single environment I can totally belong to.

— ANG LEE

The Beckoning and Gehenna War decimated clan elders and upended normal sect allegiances. The Unbound broke free of their chains, and bow to no Prince, Baron or Regent. Where they do form alliances and loyalty it's to vampires they choose: their coterie.

Bloodlines Unbound is the first in a series of tomes bringing bloodlines to unlife. Presented within you'll find ten bloodline loresheets, allowing you to easily and quickly use them in your campaign. Each loresheet provides enough information to bring the bloodline into the modern nights, rather than doing a deep-dive into its history. This is deliberate — the Unbound don't look back. All loresheets are intended for PC's and SPC's. The book also offers a variety of Discipline powers for these unique vampires.

- **Ahrimanes**, a Gangrel bloodline of fierce warriors dipping in and out of existence as the ages pass.
- **Danava**, an ancient Indian bloodline who consider the Ventrue their antitribu.
- **Daughters of Cacophony**, a Malkavian and Toreador bloodline straddling the divide between genius and decadence.
- **Gargoyles** claiming their independent legacy as Gangrel, Nosferatu, or Tzimisce.
- **Kiasyd**, an isolationist and macabre bloodline of scholars and collectors, born of clan Lasombra.
- **Lhiannan**, Gangrel pagans of old whose rumors of extinction are greatly exaggerated.
- **Niktuku**, left adrift without their elders and finding a new purpose as peerless hunters.
- **Panders**, a strong collective of Caitiff, once Sabbat and now striking out on their own.
- **Volgirre**, flesh-sculpting Toreador who defected from the Sabbat to disperse between Camarilla and Anarchs.
- **Witches of Echidna** emerging into the night again, worshipping their own divine serpent.



Chapter One:

LORESHEETS

AHRIMANES

BLOODLINE: GANGREL CHARACTERS ONLY

The Ahrimanes are an ancient bloodline dipping in and out of the ages, tracing its lineage back to the Viking era and emerging again in modern America. The first Ahrimane, legend holds, was a Valkyrie named Ádísa who slew an invader God and usurped his power. Later, a Black-Latina Cainite named Muricia raised the bloodline again — only to have the bloodline seemingly fall extinct towards the end of the last millenium. Now they're back again, though Muricia remains nowhere to be found.

Ahrimanes of any era are fiercely independent — perhaps taking some of their spirit from the big cats they emulate using Protean. They adhere to no sect and bow before neither Prince, Baron, or Regent. They occasionally offer their services as mercenaries to besieged domains, as their skills in combat are unparallelled. While Ahrimanes are ostensibly Autarkis, they prefer supporting Anarch over Camarilla domains, and either over the Sabbat. A rare Ahrimane bonds with a coterie so strongly that they remain after the job is done.

Unable to Embrace naturally, Ahrimanes instead rely on alchemy — combining modern blood and plasma transfusions with ancient sigils — to turn existing Gangrel into Ahrimanes. This exacting process means Ahrimanes choose their childer carefully, having the opportunity to observe them as Gangrel, and with guidance of their own sire. All their converts, so far, have been from marginalized groups: Black, Indigenous, and people of color, queer and trans folk, disabled people, and people of marginalized genders.

LORE

● **Spit in the Eye:** You are not afraid of anyone. Once per game, add two dice to resist intimidation from people more powerful, connected, or mighty than you.

●● **Speaker of the Dead:** You may use your Animalism powers to control dead rather than living animals. Ancient Ahrimanes claimed this boon as messengers of Fólkvangr. Modern Ahrimanes simply enjoy the creep factor.

●●● **Unbound:** No Ahrimane accepts chains upon her. You may spend a Willpower to automatically resist becoming Blood Bound.

●●●● **Battle Lust:** You only get stronger when people knock you down. You gain a two dice bonus on physical combat rolls against opponents who inflicted Health damage on you in this scene, so long as at least one of those damage levels remains.

●●●●● **Ahrimane's Soul:** You know how to turn a Gangrel into an Ahrimane. This is a narrative process left to you and your Storyteller. Becoming Ahrimane breaks all existing Blood Bonds, both for thralls and regnants.

TRAITS

Disciplines: Animalism, Fortitude, Protean. When taking on animal features with Protean, Ahrimanes exclusively emulate big cats.

Bane: As Gangrel, but Ahrimanes gain big cat features in frenzy. Additionally, Ahrimanes cannot be the regnant in Blood Bonds, create ghouls, or Embrace childer.

DANAVA

BLOODLINE: VENTRUE CHARACTERS ONLY

It is inaccurate, and to the Children of Danu demeaning, to call the Danava a 'Ventrue bloodline.' The Danava refer to the Ventrue as Danava antitribu. Originating from India, and since traveling the globe along with the Hindu diaspora, the Danava position themselves as rulers of their lands whether they've lived there for centuries or only months. They select their children carefully from amongst the powerful and influential — and often the most traditional — families to maintain influence over their cities. They've ruled over India's night for thousands of years, weathering storms of war, invasion, and colonisation, and through it all maintaining their long vigil over their Antediluvian, Veddhartha.

The Danava's power is founded not only on political clout but spiritual guidance. The Danava are committed to the discipline of Blood Sorcery known as Sadhana, a rigorous set of ascetic practices designed to guide them towards transcending their earthly forms. The Danava claim Saulot himself achieved ascension under their tutelage and even that they coined the term Golconda, and their particular form of Blood Sorcery allows them to briefly bestow their own mastery of Disciplines on other Kindred.

Danava aren't affiliated with any sect in particular: they hold, and wield, their power on their own terms, striving to rise to the top of Kindred society wherever they find themselves.

LORE

● **Regal Bearing:** You carry yourself like the heir to greatness, because you are. Once per session you may re-roll one die when you attempt to convince someone you outrank them.

●● **One's Own Master:** Danava are disciplined, and proud of the strength of their blood. They're hard to blood bond. When you're the thrall in a Blood Bond, the Bond Strength deteriorates by one point each week you go without the regnant's blood.

●●● **Patience:** You've absorbed enough of your bloodline's training to not only value restraint, but embody it. You may spend Willpower to resist the effects of Hunger when it manifests as a Compulsion.

●●●● **Sadhana:** The Danava practice of Sadhana has opened your mind — and stirred your blood — to unusual abilities. Blood Sorcery counts as an additional Clan Discipline for you from this point on.

●●●●● **Person of Consequence:** Regardless of their sect, other Kindred recognize your status and respond to it. Once per story you may ask for a service or favor from a vampire. Unless you've already made a personal enemy of them or it threatens their own convictions and touchstones, they'll assist. Too exacting, impolite, or unwelcome requests sees the recipient demand favors in return, or turn into a personal enemy at Storyteller's discretion.

TRAITS

Disciplines: Dominate, Fortitude, Presence.

Bane: The Danava can feed on the blood of any living human being, though many prefer to avoid victims they consider unclean: diseased or otherwise polluted. Danava Kindred cannot feed on animals.

DAUGHTERS OF CACOPHONY

BLOODLINE: MALKAVIAN OR TOREADOR CHARACTERS ONLY

On the fine line between genius and decadence, the Daughters of Cacophony balance on a long, clear note. No one sings like a Siren: the air in their lungs is solely for the production of beautiful, unearthly notes mortal throats can scarcely match. Centuries of diligent training help, as does the gift of the Siren's Song, the Daughters' fabled power that plucks their listeners' emotions like the strings of a harp.

The Daughters of Cacophony are often characterised as a female bloodline; perhaps that was true when they were founded, reputedly in a move by a secret society of Kindred to infiltrate the Camarilla. By modern nights, they've become a more accepting bloodline, composed of talented choralists of a myriad of genders.

Elysiums, Sabbat convocations, and Anarch raves all welcome Daughters of Cacophony: they provide moments of heart-rending beauty and peace in the blood-stained chaos of Kindred existence. They're underestimated as often as they're welcomed, considered lunatics by virtue of their Malkavian blood, and harmless by virtue of their Toreador nightmare. They're neither, as those who seek to take advantage of them usually learn too late — long after they've been manipulated into abandoning their own plans and advancing a Siren's.

LORE

● **Welcome Everywhere:** There isn't a single salon, dive bar, or rave you can't walk into and expect an immediate welcome. Re-roll one die on social rolls in any location where people come to be entertained.

●● **Fanbase:** You have admirers in every venue or city you've ever visited. Once per session, declare you know someone who can help you in whatever location you're currently in. They're not necessarily powerful or influential, but they exist and they're willing to help. They count as a 2-dot Ally for the rest of the session.

●●● **Assumed Knowledge:** You're assumed to be well-traveled and well-versed in the goings-on of other sects. Once per session, you roll three extra dice on any social test to advise on dealing with groups of Kindred other than the one asking for your input.

●●●● **Patronage:** You count at least one powerful Kindred (or, at the Storyteller's discretion, another supernatural creature) among your admirers. They're devoted to you, and maintain a steady stream of funding, gifts, and favors (4 dots to distribute across Mawla, Allies, and Resources). Equally importantly, you benefit from your patron's allies and suffer at the hands of their enemies. .

●●●●● **Siren:** Choose one specific emotion that you can evoke through your Siren's Song. Roll three extra dice on all tests to do so.

TRAITS

Disciplines: Auspex, Dominate, Presence.

Bane: As Toreador or Malkavian.

GARGOYLES

BLOODLINE: GANGREL, NOSFERATU, OR TZIMISCE CHARACTERS ONLY

That this bloodline exists at all is an accident the Tremere could not predict when they created the first Gargoyles through torturous experimentation, by mixing the blood of victims from clans Gangrel, Nosferatu, and Tzimisce. Intended as instruments in the Warlock's war for survival and legitimacy, it took some time before the first Gargoyles were able to break the shackles placed on their minds. The possibility that Gargoyles could still sire never occurred to their Usurper masters, as their victims' minds and blood potency were brutally stunted in their creation ritual.

Struggling for freedom both individually and in full-fledged rebellions, enough Gargoyles ultimately escaped bondage to form an independent population. Tenuous though their existence has been for many centuries — unable to hide among mortals due to the defacements of their transformation, pitied as abominations by their origin clans — the Gargoyles are thriving in modern nights. Many exist as independents, but some have been accepted into the Camarilla — now on nominally equal footing with their former masters. This sometimes leads to friction with Gargoyles still in service — whether out of choice or necessity — to the Tremere.

LORE

● **Blood Orphan:** Nobody wants you — not the clans whose blood flows through your veins, not the Warlocks who made your bloodline. You have the Suspect (•) Flaw with Tremere. Once per scene though, you can beg a Trivial Boon from a Gangrel, Nosferatu, or Tzimisce — usually granted out of pity.

●● **Haven in High Places:** You can make an abandoned church tower or similar high-rise your one-dot Haven. Your ability to glide out of there when danger approaches gives it the two-dot Postern Merit.

●●● **Blood Benefactor:** You are on good terms with an influential Tremere or a member of one of your parent clans. A Tremere might regret what their clan did to your bloodline, and a member of your parent clans might feel a sense of responsibility. This benefactor is a three-dot Mawla to you.

●●●● **You Do Not Serve:** Your kind wasn't handed freedom — you broke the shackles placed on your mind with iron will. You can spend a Willpower point to resist Domination attempts, negating their effect completely.

●●●●● **Mother's Memory:** Virstania, the Great Mother, had a leading hand in creating and freeing the Gargoyles. Echoing in your sire's blood or your own memories, you still feel her loving touch. Tapping into these memories, you can push through extreme adversity. Once per story, you can fully recover all your Willpower at Storyteller's discretion.

TRAITS

Disciplines: Gargoyles have access to Protean and two Disciplines from their parent clans: Animalism, Dominate, Fortitude, Obfuscate, or Potence.

Bane: Choose one of your parent clans.

KIASYD

BLOODLINE: LASOMBRA CHARACTERS ONLY

The Kiasyd, strange collectors and blood connoisseur, find themselves adrift since the Lasombra's defection to the Camarilla. They were always tied to the Sabbat through ancestry more than zeal. The Camarilla doesn't offer a welcome shelter either, valuing only the Weirdlings' skill in refining blood and none of their other beautiful, macabre tendencies. And while freedom and loneliness do suit the isolationist bloodline, they're vulnerable without the Lasombra's shadow to shelter them — one can't curate the world's finest collection of finger bones, lost tomes, or ornamental skulls if one's met the final death.

The Kiasyd are loners by nature, barely tolerating each other's presence let alone other Cainites. Still, needs must and younger Kiasyd, who don't have an endless array of ancient allies and havens to protect them, align themselves with local powers. Regents and Princes snap the Weirdlings up as they can, finding eager use for the refined blood Kiasyd can create. Young covens offer more freedom than Princely patrons though, and many Kiasyd choose them over safety.

Kiasyd are only ever at peace when indulging their strange obsession, each creating a unique and macabre collection of curated items or obscure knowledge. Forced to deal with others, Kiasyd hide their deep-rooted anxiety behind a veneer of impeccable manners.

LORE

● **Connoisseur:** You smell the fine nuances of blood. You may make a Resolve + Insight test to determine a person's blood resonance with no need for interaction, so long as you're within 10 feet of them.

●● **Sommelier:** You can smell whether anyone within 30 feet of you has a specific blood resonance, that you name, with a Resolve + Awareness test.

●●● **Harvest:** After collecting blood outside its natural vessel, you can enhance any fleeting resonance it carries to intense resonance. Harvest takes one night to complete, and the Kiasyd's alchemy keeps the blood fresh over that time.

●●●● **Ripeness:** After collecting blood outside its natural vessel, you can distill any intense resonance it carries into half the blood points with acute resonance. The Storyteller names the Dyscrasia of the distilled blood. Ripeness takes one night to complete, and the Kiasyd's alchemy keeps the blood fresh over that time.

●●●●● **Vintage:** After collecting blood outside its natural vessel, you can change its Dyscrasia to a Dyscrasia of your choice within the same humor. Vintage takes one night to complete, and the Kiasyd's alchemy keeps the blood fresh over that time.

TRAITS

Disciplines: Auspex, Dominate, Oblivion.

Bane: As Lasombra. Additionally, you cannot drink blood from the vein, but must use a cup, blood bag, or other carrier. You can spill blood onto the ground or your hands and then lap it up, but other Kiasyd find this crass.

LHIANNAN

BLOODLINE: GANGREL CHARACTERS ONLY

The Beckoning ripped the Lhiannan, presumed extinct since the Dark Ages, from their earthen resting places. Maybe the elders, previously so reticent to share their blood in the Embrace, saw the truth of that terrible calling; or perhaps centuries spent in voluntary torpor made them hungry and reckless. Whatever the reason, they Embraced with wild abandon. Most of these childer, born into a low generation, also fell to the Beckoning — but they, too, felt the instinct to spread the blood. The result was hundreds of new Lhiannan created in the span of nights, of which a few dozen survived. These neonates, like seeds on the wind, spread to all corners of the earth before settling down and claiming domain as the Lhiannan of old did.

Every Lhiannan is closely tied to their domain. They give back to it, raising wild rooftop gardens on vitae, or engaging in guerilla gardening and murdering greedy housing developers. Their presence strengthens the land, and the land in turn protects them. While this connection is instinctual at first — weeds rising to trip or accost the Lhiannan's pursuers — the vampire learns to actively direct the domain's protection through glyphs. These glyphs adhere to no formal language, and modern Lhiannan often design their own sigils — it's the intent, not the form, of the glyphs that directs the Lhiannan's blood.

LORE

● **Canopy:** You gain two free points of Haven, to distribute across Haven traits as you choose.

●● **Garden:** You gain two free points of Domain to spend on Chasse, Lien, or Portillon as you choose. You can add your Domain points to your coterie's, and the entire shared domain counts towards your Lhiannan advantages.

●●● **Evening Glory:** You roll two dice making Rouse checks to rise from slumber in your domain, and use the higher result.

●●●● **Seed:** Drawing from the earth and plants themselves, you gain two extra Health levels within your domain. When you leave your domain and the effect ends, remove unmarked Health first.

●●●●● **Earth's Balm:** If you fall to torpor from Hunger or damage within your domain, treat your humanity as 1 higher for purposes of determining torpor time. You automatically awaken if your torpor period ends, assuming you were not staked.

TRAITS

Disciplines: Animalism, Protean, Presence. Mechanically the same, Lhiannan Disciplines express through flora rather than fauna. Feral Whispers communicates with plants, whose roots send messages to and from other plants; while Feral Claws are preternaturally sharp thorns.

Bane: As Gangrel, but Lhiannan take on the characteristics of flora in frenzy — for example skin becomes bark, hair turns into vines, and flowers spring from their fingertips.

Special: Lhiannan must spend a permanent Willpower point or one point of Blood Potency (player's choice) to Embrace.

NIKTUKU

BLOODLINE: NOSFERATU CHARACTERS ONLY

The Beckoning decimated the Niktuku. Bereft of elders, who took their hatred and pogrom against the Nosferatu with them, the bloodline tonight is free of its crusade. They're also without sect or allies. The Niktuku have no interest in joining the Sabbat and their Gehenna War — something called the elders away, and they'd rather not poke that particular bear. Individual Niktuku sometimes join Camarilla domains, where they're usually mistaken for a Toreador bloodline until a more clued-in Nosferatu catches on, or the Niktuku's own blood lust pushes them too far for Camarilla sensibilities, and then it's time to move on forthwith. If they join any domain for a longer time at all, Niktuku prefer embattled Anarch domains.

Niktuku blood is innately strong, perhaps owing to generations of diablerie. Even bereft of their elders, young Niktuku find themselves fortified and constrained by Blood Potency far quicker than other vampires. Fortunately, they have a very particular set of skills that lets them slake their new thirst. Niktuku are hunters by Embrace and training, and they're happy to ignore their traditional Nosferatu quarry in favor of tonight's unlucky outcast. Niktuku thrive in contested Camarilla and Anarch domains where Cainite rulers often call blood hunts — or ignore unsanctioned vigilantism.

LORE

● **Predator:** Gain the Blood Leech Predator type in addition to the Predator type chosen at character creation.

●● **Slayer:** You gain two extra dice in one-on-one combat with vampires.

●●● **Vasilisa's Blessing:** Raise your Blood Potency by one. Human blood fresh from the vein only slakes half the Hunger it does for other vampires (round up). Feeding penalties for animal and bagged blood remain as per the Blood Potency table (V5 Core pg. 216).

●●●● **Hunter:** You gain two extra dice when stalking vampires. After an extended period stalking them, you may make a contest of Resolve + Insight vs your target's Composure + Subterfuge to determine things like Haven location, favorite ghoul, and so forth — you can ask one question per test won. If you botch the roll, your target knows someone is stalking them.

●●●●● **Vasilisa's Thirst:** Raise your Blood Potency by one. You never lose this extra dot through torpor. You can only reach Hunger 0 through diablerie.

TRAITS

Disciplines: Auspex, Celerity, Potence.

Bane: You are too beautiful. Your hair shines like a newly minted doll's, your eyes range from liquid ebony to cerulean blue, and your skin is flawless. Hunters have a dice pool equal to your character's Bane Severity to identify you as supernatural.

PANDERS

BLOODLINE: CAITIFF CHARACTERS ONLY

The one thing every Kindred knows about Caitiff is that they're clan-less. That's the whole point. But the other thing most Kindred learn fast is that Caitiff buck traditions and break trends. It takes a certain rebellious flair to declare oneself an antitribu of a clan that doesn't exist. The Panders arose in the mid-20th century in the wake of one of the Sabbat's many internal conflicts, following a charismatic, bold, and ambitious Freestyler by the name of Joseph Pander. He's still around in modern nights, but most Panders don't owe much allegiance to him.

They're not above dropping his name, though. 'Pander' carries more weight than Caitiff does, in any group of Kindred, inside the Sabbat or out. It speaks to loyalty, and willing to do some seriously nasty shit to get ahead. This road to acceptance has spread beyond the Sabbat: a strong left hand is useful everywhere. The Camarilla claim to find Panders loathsome little creatures, acting as though an ancestor less than a hundred years old gives them the same legitimacy as a traceable line from the Antediluvians, but they still use their services. The Panders couldn't care less: they've found a place in Cainite society. They won it with fangs, smarts, and a lot of bloodshed and they'll hang onto it in the same fashion.

LORE

● **Zero Fucks Given:** Insults and derision roll off you, thanks to a heady mix of self-confidence and a lifetime of barbs. You treat your Willpower as if it were two points higher when taking 'damage' in Social Combat.

●● **Ragpicker:** You don't sit around bemoaning your troubles. You get to work and make the best of what you do have. Once per session, re-roll one die when you have to improvise with limited or no resources.

●●● **Respect Earned:** Pick a clan. You, or your Mawla or Sire if you're close (as Panders go), have done significant work for them. They respect you, and tend to presume you serve their interests. Add one die to Social tests involving members of your selected clan.

●●●● **Friends in Dark Places:** You've worked around (and for) a lot of different clans, and watched them operate. You picked up a few of their tricks along the way. Pick one clan. You may buy the first dot of their Clan Disciplines for 5 experience points rather than seven.

●●●●● **Cool Under Pressure:** You can keep your head when all around you are losing theirs. When another Kindred nearby succumbs to frenzy or a Compulsion, you replenish any points of spent Willpower.

TRAITS

Disciplines: Three of your choice, as per Caitiff (V5 Core, pg. 107).

Bane: As Caitiff.

VOLGIRRE

BLOODLINE: TOREADOR CHARACTERS ONLY

A Toreador, newly arrived in Elysium from out of town, with a keen interest in the human form, is hardly unusual. Their ornamental skin etchings and implants are more likely to intrigue than concern fellow Aesthetes. This is how easy it is for a flesh-sculpting Volgirre to blend in with the Camarilla, considering how little known their bloodline is. When the Sabbat began to disintegrate with the twin advent of Second Inquisition and Beckoning, prompting the Volgirre to search for a new shelter, the legendary Justicar and secret Volgirre, Madame Guil, extracted the Camarilla's promise to accept any of her bloodline who kept their identity secret. Rumors swirl among Volgirre about the considerable number — and potency — of favors and secrets Madam Guil must have leveraged to obtain this agreement.

Volgirre delight in body modifications, sometimes so extreme others confuse them for Nosferatu — to the chagrin of all involved. Their personal aesthetic choices, while unusual among Toreador, are generally accepted among polite Camarilla society — but the quivering displays some unreformed Volgirre maintain in their secret galleries of living art most certainly would not be. Volgirre can do things to living flesh that would bewilder some Tzimisce. These obsessions are considered twisted and depraved by other Toreador, and many Volgirre find the prospects for their art in the Ivory Tower stifling. Disregarding Madam Guil's schemes, a fair number have thus gone independent instead.

LORE

● **Sabbat Veteran:** You remember your time with the Sabbat well. Once per story, you can ask the Storyteller for a piece of information about the activities of your former sect in the area.

●● **Hiding in Plain Sight:** To hide your Sabbat roots in the Camarilla, you obtained a new identity. You have a one-dot Mask cover identity. Once per story, you can add two dice to a Subterfuge test to hide your true identity.

●●● **Beauty in the Blood:** While Blush of Life is active, you can voluntarily fail a Rouse Check for your Looks to become Beautiful (••), or Stunning (••••) if they already are.

●●●● **Guileful:** Madam Guil survived among the Camarilla by uncovering traitors and through careful machinations. You follow in her footsteps — since you have to hide your true nature among the Camarilla, you know how would-be traitors think. You can raise suspicion against another vampire (whether your allegations are true or false) to raise your Influence among the local Camarilla by two dots, at the cost of gaining an Adversary (•) or adding one dot to an existing one. You cannot do so again until your adversary has retaliated.

●●●●● **Odious Aesthetic:** Volgirre are sometimes gripped by vile, fleeting fancies. Once per story, you can ignore the dice penalty of your clan Bane in a scene that would usually trigger it, and instead add a number of dice equal to your Bane Severity to dice pools to use Disciplines. You also become prone to your clan's obsessive Compulsion for the scene.

TRAITS

Disciplines: Volgirre have access to the usual Toreador Disciplines Presence and Auspex, but exchange Celerity for Protean.

Bane: As Toreador.

WITCHES OF ECHIDNA

BLOODLINE: MINISTRY CHARACTERS ONLY

The Witches of Echidna are a heretical bloodline within the Ministry, hailing back to ancient Greece. They worship the divine serpent, but theirs is a different and more feminine creature to Set. Differences between clan and bloodline came to a head at the end of the dark ages, leaving the Gorgons decimated and in hiding. Times have changed though — the Ministry now views Set as an inner state rather than an incarnate god, and thus grows more tolerant of diverging views — and the witches are emerging again from dark corners of the world.

If the Ministry has come to view Set more as a guiding force, the witches still view Echidna as a deity incarnate. The Mother of Monsters is a liberator, guiding marginalized people to cast down their oppressors. While the Gorgons of old, hailing from patriarchal Greece, focused on liberating women, modern Gorgons hold a wider, more intersectional view. They're not afraid of inserting themselves into vampire politics, assassinating tyrannical Regents and Princes alike.

The oldest Gorgons are renowned for their skill at divining the future, gleaned in toxic fumes and the writhing of mating snakes. Their dark age run-in with the Ministry leaves the bloodline understandably distrustful, and many younger witches have instead taken up the blade.

LORE

● **Elders:** The witches are a close-knit bunch. You gain two free dots of Mawla, and may purchase additional dots for an older Mawla.

●● **The Block:** Oppressed folk are stronger together — even if some of them are not, technically, alive. Gain three free dots of Allies.

●●● **Gorgon's Skin:** You have scales. Usually they lie embedded in your flesh, but once a session you can force them up. For one scene, subtract two points from all Superficial damage sustained. This occurs before halving the damage, and cannot reduce the damage below one.

●●●● **Gorgon's Eyes:** Once per session, you can hypnotize someone with a contest of Charisma + Intimidation vs their Intelligence + Resolve. Your hypnosis allows you to issue one simple, clear command that does not cause direct harm to the target, their convictions, or their touchstones.

●●●●● **Pythia's Doom:** Once a story, you may attempt a contest of Charisma + Intimidation vs your target's Composure + Resolve to name them oppressor. If you succeed, all direct and open actions against the target by you or your allies gain two extra dice for the remainder of the session.

TRAITS

Disciplines: Auspex, Presence, Protean.

Bane: Echidna demands her blood tribute. Every failed Rouse check, save those used in Protean, increases Hunger by two rather than one. Additionally, Gorgons take on features of the Mother of Monsters in frenzy, such as skin turning scaly or hair becoming a nest of snakes.

Chapter Two:

DISCIPLINE POWERS

DISCIPLINE POWERS

Animalism

Level 1

AID FROM SPIRITS

Amalgam: Presence 1
Associated Bloodline: Ahrimane

The Ahrimane awakens the spirit of an object to improve its performance. Some Ahrimanes simply command and expect to be obeyed, others cajole the spirit with an offering.
Cost: One Rouse Check
Dice Pool: Resolve + Animalism
System: The Ahrimane must touch the object to invoke this power. The player receives a number of bonus dice to use that item, equal to the number of successes rolled. These bonus dice can all be spent on a single roll, or spread out over the scene.
Duration: One scene.

Level 3

SUN AND MOON

Amalgam: Protean 3
Associated Bloodline: Lhiannan

The Lhiannan carves a sun or moon sigil on their body to protect against fire, sunlight, and frenzy.
Cost: One Rouse Check
Dice Pool: Stamina + Animalism
System: If the Lhiannan carved a sun symbol and suffers Aggravated damage, they may make a Stamina test to convert a number of Aggravated damage equal to successes rolled to Superficial. The Lhiannan must roll for each source that deals them damage, and excess successes are lost. If they carved a moon symbol and test to resist fury or hunger frenzy, they may add dice equal to half their Humanity (rounded down) to their dice pool. They cannot carry both sun and moon sigils at the same time.
Duration: One night or until intentionally ended.

Auspex

Level 3

BEAUTY OF HYPNOS

Amalgam: Celerity 2
Associated Bloodline: Niktuku

The Niktuku uses rapid, hypnotic movement to entrance their prey with their beauty.
Cost: One Rouse Check
Dice Pool: Charisma + Auspex vs Composure + Resolve
System: Roll Charisma + Auspex vs Composure + Resolve. If you win, your target is entranced by your beauty and unable to move for a number of turns equal to your margin of successes. If the target suffers Health damage, they may reroll to break free on their next turn.
Duration: Varies (see system).

PYTHIAN WISDOM

Associated Bloodline: Witches of Echidna

The Gorgon gleans truth in toxic smoke, or in the mating balls of snakes.

Cost: One Rouse Check

Dice Pool: Wits + Auspex

System: The player states what the witch seeks to know, and the Storyteller sets the roll's difficulty based on the question. Yes-or-no questions, and questions about the Gorgon themselves, are inherently easier. Holding a piece of the question's subject, especially some of their blood, also sets a lower difficulty. The Storyteller answers truthfully if the roll succeeds.

- Difficulty 1: Is my Sire trying to kill me?
- Difficulty 2: Is the Baron alive?
- Difficulty 4: Where is the Sabbat ductus, whose skin I have right here, hiding?
- Difficulty 5: Where is the Sabbat hiding?
- Difficulty 7: What are the plans of the local Sabbat, whom I've never met and don't even know by name?

Duration: One ritual (an hour).

SEE THE STRINGS

Associated Bloodline: Panders

Panders are supernaturally adept at figuring out who holds the cards in a situation, and who's under someone's thumb. It's a survival strategy when a Pander needs to figure out who needs them.

Cost: One Rouse Check

Dice Pool: Intelligence + Auspex vs. Manipulation + Subterfuge

System: Make an Intelligence + Auspex vs Manipulation + Subterfuge roll. If you win, the Storyteller answers a number of questions equal to the roll's margin about how the subject is connected to other characters present in the scene.

- To whom, if anyone, are they loyal?
- Who do they trust?
- Who do they consider themselves superior to?
- Who do they resent or oppose?
- Whose favor do they seek?

This power only works on one target at a time. The Kindred can't use it to 'scan' multiple people.

Duration: One turn, or Storyteller's discretion.

Blood Sorcery

Level 2 Ritual

SADHANA, THE BLOOD NECTAR

Associated Bloodline: Danava

By extracting some of their own vitae and refining it into a heady potion, the Danava bestows on the drinker a limited measure of their own mastery of vampiric Discipline.

Cost: One Rouse Check and one level of Health

Dice Pool: Intelligence + Blood Sorcery

System: The vampire prepares a potion made of their own vitae. When consumed by another vampire, the potion bestows on them one or more levels of a Discipline the Danava knows, up to the number of successes rolled on the check to activate Sadhana or the Danava's rank in the discipline to be bestowed, whichever is lower. Potions remain effective for three days after they're brewed.

Duration: One scene.

SADHANA, BONDS, AND ADDICTION:

The time and processing required to convert the Danava's vitae into a potion negates the treated vitae's ability to contribute to a Blood Bond, and makes it no more potent or addictive than mortal blood.

Oblivion

Level 3

DREADFUL RIDDLE

Amalgam: Auspex 3
Associated Bloodline: Kiasyd

Reaching into the abyss, the Kiasyd pulls forth their victim's existential dread to attack the mind.
Cost: One Rouse Check
Dice Pool: Resolve + Oblivion
System: The Kiasyd's victim cannot move until they confront their dread, requiring a Composure + Resolve test with difficulty equal to the Kiasyd player's successes rolled. This is an extended roll, and each failed roll inflicts one lethal damage and resets accumulated successes to zero. The victim can willingly abandon the test, ignoring the dread and allowing them to act, by taking aggravated damage equal to the Kiasyd player's successes rolled.
Duration: One scene, or until resolved.

Presence

Level 3

SIREN'S SONG

Amalgam: Dominate 2
Associated Bloodline: Daughters of Cacophony

When a Siren performs, they evoke intense emotions in their audience. Lust, fear, rage, or more subtle drives are theirs to command.
Cost: One Rouse Check
Dice Pool: Manipulation + Performance vs Composure + Resolve
System: Make a Manipulation + Performance vs Composure + Resolve. If you win, you instil an emotion of your choice into one listener. They lose a number of dice equal to the roll's margin on tests that don't directly align with your chosen emotion (e.g., fleeing from fear; or satisfying lust). Alternatively, the Daughter of Cacophony may apply their Siren's Song to a crowd of people. Make a Manipulation + Performance test versus the highest Composure + Resolve pool in the room. If successful, the Kindred affects a number of people determined by the roll's result. If only part of an audience is affected, those with lower Composure + Resolve are affected first. When affecting a crowd, those affected all have one fewer die to take actions not related to your chosen emotion.

- One success: one person
- Two successes: a handful of people
- Three successes: a dozen or so people
- Four successes: a medium-sized crowd (Storyteller's discretion)
- Five or more successes: a large crowd (Storyteller's discretion).

Duration: One scene.

Protean

Level 1

FLIGHT

Associated Bloodline: Gargoyle
All Gargoyles can use their wings to glide at any time, but actual effective flight requires this power.
Cost: One Rouse Check
System: The vampire can fly at the same speed they can run. They cannot carry more than 15 kg while flying.
Duration: One scene.

Level 2

FLESH SCULPTING

Amalgam: Presence 2
Associated Bloodline: Volgirre

Where Tzimisce crudely command flesh to take utilitarian forms, Volgirre artfully coax it into grotesquely intriguing shapes.
Cost: One Rouse Check
Dice Pool: Manipulation + Protean vs Stamina + Resolve

System: Roll Manipulation + Protean. For every success, the Volgirre can make one purely cosmetic modification to their appearance or that of a willing subject. An unwilling subject can resist with Stamina + Resolve, with the user's margin counting as successes. Each use of this power takes a full scene. Flesh Sculpting cannot grow additional body parts, only redistribute existing soft tissue. Modifications not usually compatible with survival become viable, such as opening a chest window to display the beating heart behind its cage of ribs. Complex modifications require multiple successes, at the Storyteller's discretion, and the number of successes used to modify one creature cannot exceed the user's Protean rating.
Duration: Permanent, or until mended (as Aggravated damage, with each applied success equivalent to a single level of Aggravated damage).

Level 5

MOTHER OF MONSTERS

Associated Bloodline: Witches of Echidna

The Gorgon rips off part of their flesh to sculpt a serpent servant.
Cost: One Rouse Check and one Aggravated health damage (see system).
Dice Pool: Stamina + Protean
System: The serpent looks like a normal specimen of the player's choice, has childlike intelligence and is completely loyal to its creator. The witch can subsume the serpent, or its corpse, back into their body at will — only then can they heal the paid health level as normal
Duration: Until the witch subsumes the serpent into their body.

SERPENT

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 1, Manipulation 1, Composure 2, Intelligence 1, Wits 4, Resolve 2
Skills: Athletics 3, Brawl 3, Intimidation 3, Stealth 3
Health: 5
Disciplines: The serpent can use the Gorgon's Celerity, Fortitude, and Potence Disciplines, with the Gorgon paying any associated costs.

THE COTERIE

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IS A QUEER RPG DESIGNER FROM THE UK. THEY'VE BEEN A DENIZEN OF THE WORLD OF DARKNESS SINCE THE LATE 90S AND HAVE WRITTEN FOR VAMPIRE: THE MASQUERADE (TRAILS OF ASH AND BONE; SECOND INQUISITION), MAGE: THE ASCENSION, WEREWOLF: THE APOCALYPSE AND GHOST HUNTERS FOR WRAITH: THE OBLIVION AS WELL AS NUMEROUS OTHER RPGS. CHECK OUT THEIR INDIE GAMES AT PERPETUALGLOOM.ITCH.IO OR THEIR TWEETS @PERPETUALGLOOM.

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